NES-RA-USA

HOW TO PLAY

RUSH'N ATTACK™

KONAMI®

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CONGRATULATIONS!

You have just purchased the authentic Konami home version of Rush 'N Attack, one of Konami's many original arcade hits. We suggest that you read this instruction manual thoroughly before playing the game.

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INTRODUCTION

Secret Orders!

Deep behind enemy lines, dozens of American POWs are being held inside a heavily armed base. Your mission is to free the captives and destroy the base. But to get there, you have to make your way through 6 deadly stages:

1) Iron bridge and missile base
2) Airport
3) Harbor
4) Forest and airshed
5) Warehouse
6) Enemy base

HOW TO PLAY

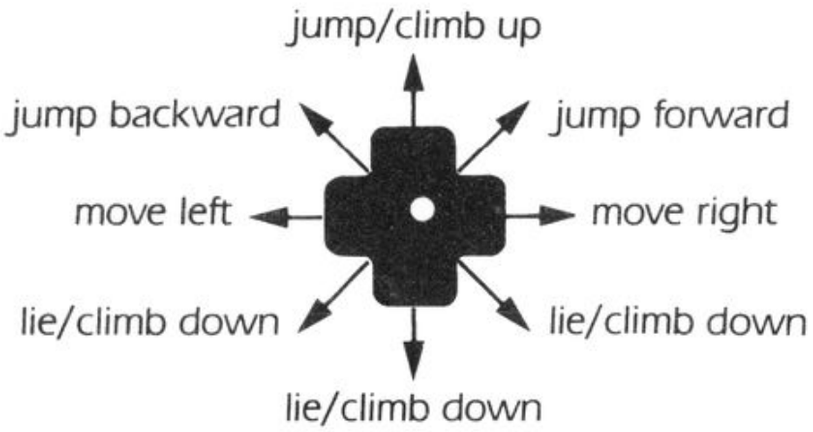
Your object in each stage is to move to the right of the screen, killing enemy soldiers, dodging their fire, and capturing their weapons. Each stage is completed when you destroy the enemy Boss...or are destroyed yourself.

Rush 'N Attack can be played by one or two players. If there are two players, play is simultaneous, and the winner is determined by the player accumulating the most points.

A single player can use either Control (1) or Control (2). When two players are competing, both Controls must be used—Control (1) moves the blue soldier, Control (2) the red soldier.

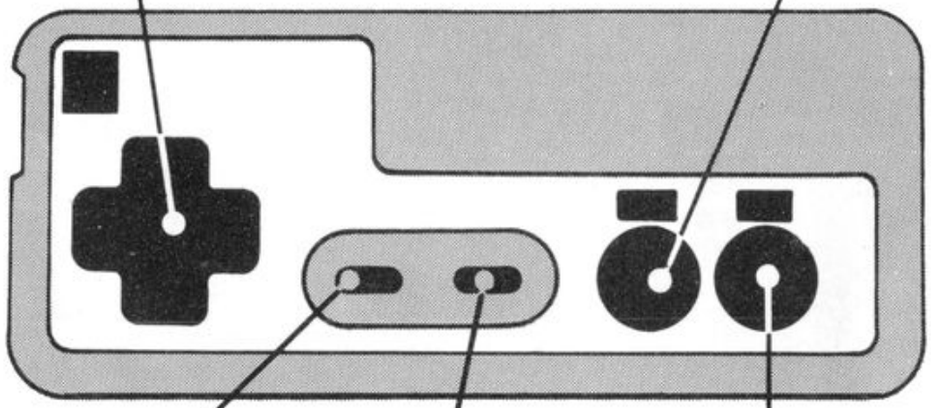
Before play begins, use the SELECT button to choose 1- or 2-player mode (1P or 2P). Then press the START button, and the game begins.

CONTROL FUNCTIONS



Control Pad (move)

B Button (attack)
for attacking individual enemy soliders.



A Button (power up)
allows you to "power up" captured enemy weaponry—bazookas, grenades, pistols, and your special invincibility shield.

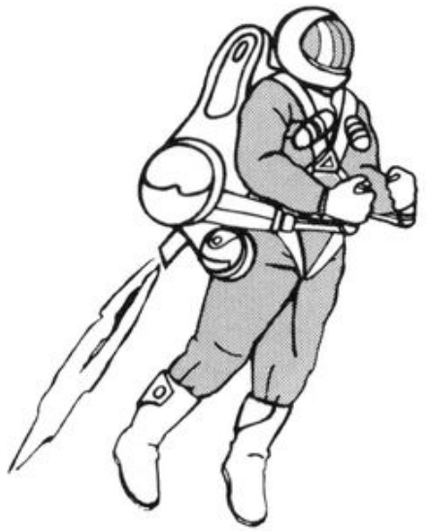
Select Button
for choosing number of players.

Start Button
begins game, pauses action during battle.

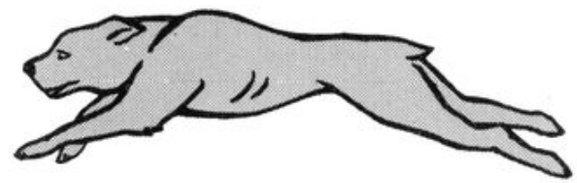
THE ENEMY

Enemy Bosses

Stage 1
Jumping soldiers



Stage 2
Rocket man



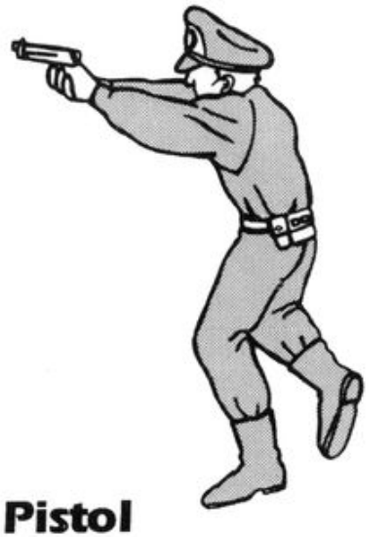
Stage 3
Dog

Stage 4
Autogyro

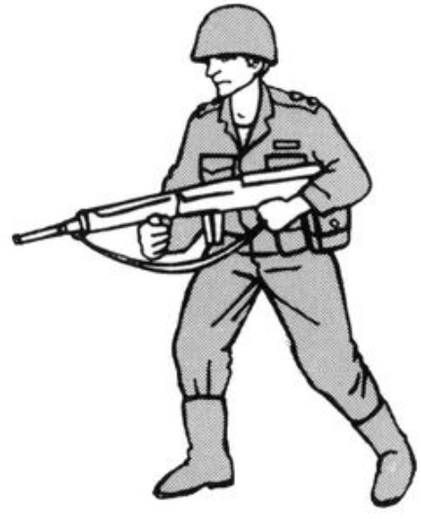
Stage 5
Parachute troop

Stage 6
? (Find yourself)

Enemy Soldiers



Pistol soldier

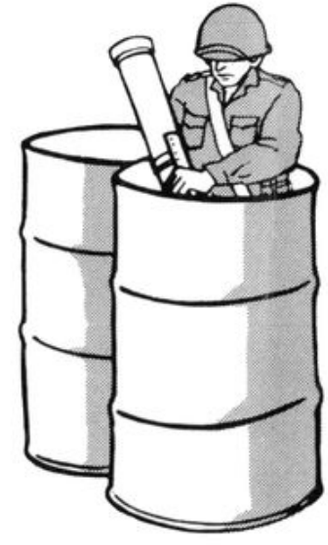


Machine Gun soldier

Paratrooper

Foot soldier

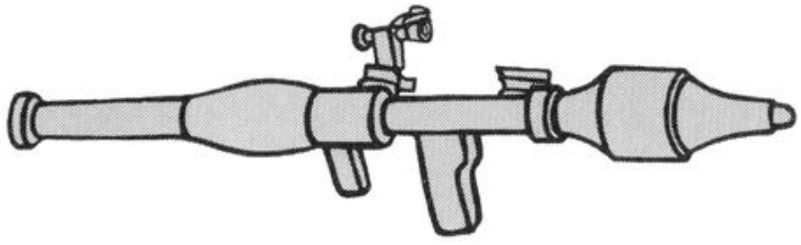
Jumping soldier



Artilleryman

WEAPONS

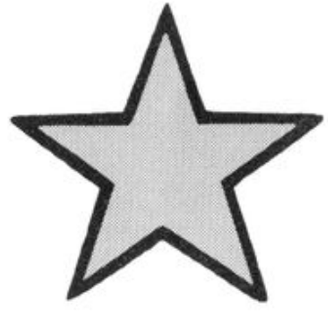
At the beginning of your journey, you're armed with only a knife. But as you destroy enemy soldiers, you can capture and use the "POWER-UP" weapons shown here.



Bazooka
3 rounds of ammunition per weapon captured

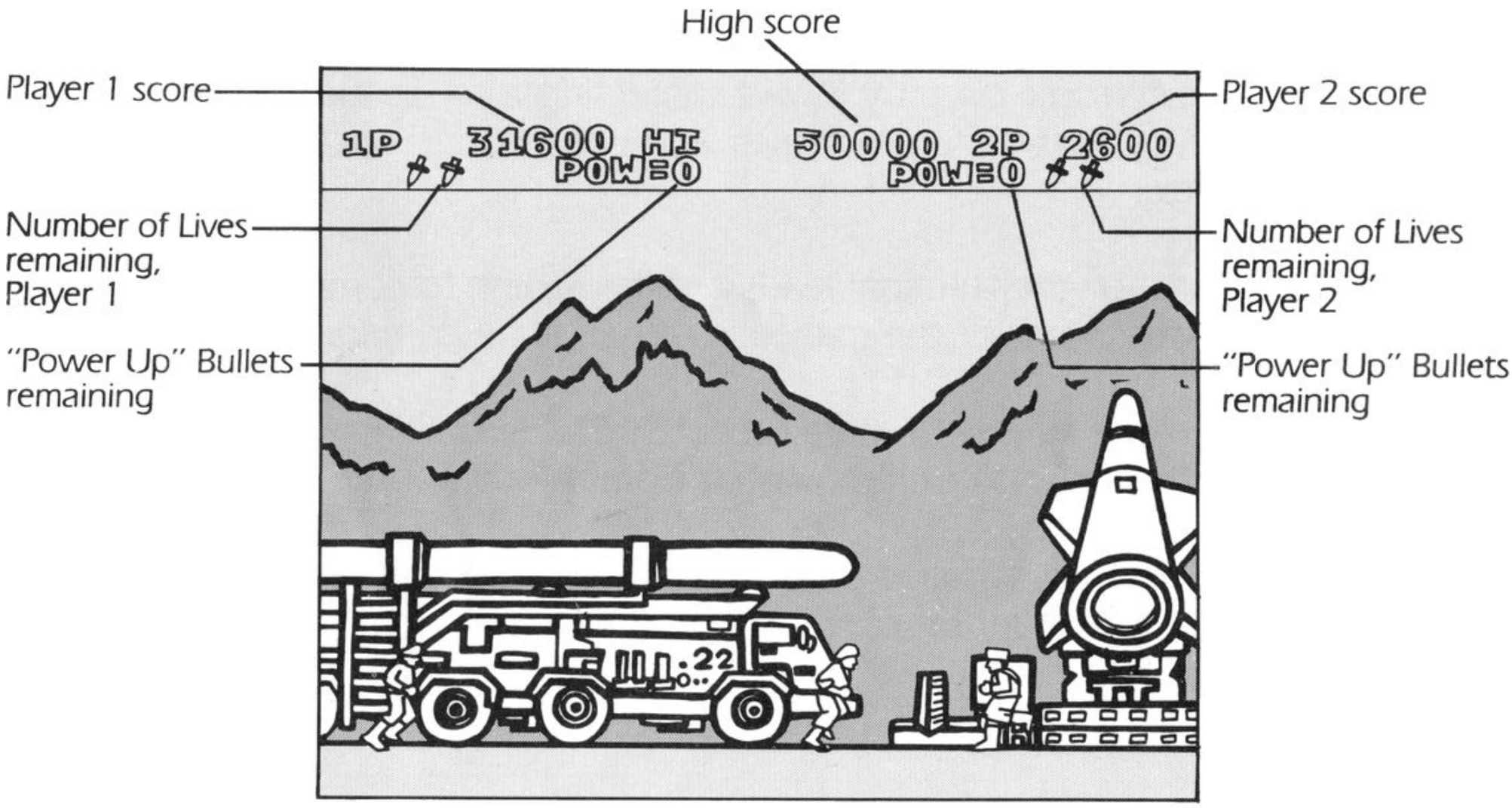
Hand Grenade
3 grenades per weapon captured

Pistol
Unlimited ammunition for displayed time period.



Invincibility Shield
Renders you safe from any attack within displayed time period.

THE SCREEN


High score
Player 1 score
Player 2 score
1P 31600 HI 50000 2P 2600
POW=0 POW=0
Number of Lives remaining, Player 1
"Power Up" Bullets remaining
Number of Lives remaining, Player 2
"Power Up" Bullets remaining

Treat Your Konami Game Carefully

• This Konami Game cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.

• Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

• Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

• Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation, if this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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